ABSTRACT OF THE DISCLOSURE

[0052]   A system and method for slowing down an audio signal while maintaining the same pitch as the original audio signal. The slowing down being done by a decoder. The method involves replicating frames of the decoded signal at a rate corresponding to the desired slow playback speed, and windowing the replicated frames to smooth out any artifacts that may result from the replication. The desired slow playback speed can be a default value predefined in the system or a value programmable by a user of the system.